

UK Patent Application GB 2 206 286 A

(43) Application published 5 Jan 1989

(21) Application No 8813627

(22) Date of filing 9 Jun 1988

(30) Priority data

(31) 8713433

(32) 9 Jun 1987

(33) GB

(51) INT CL
A63F 3/00

(52) Domestic classification (Edition J):
A6H 23T1

(56) Documents cited

GB A 2191708 GB A 2037591 GB 1195891
US 4579345 US 4560169 US 3785654

(58) Field of search
A6H
Selected US specifications from IPC sub-class
A63F

(71) Applicant

Vere Colin Rice
20 Dunchurch Crescent, Sutton Coldfield,
West Midlands, B73 6QN

(72) Inventor

Vere Colin Rice

(74) Agent and/or Address for Service

Forrester Kelley & Co
Chamberlain House, Paradise Place,
Birmingham, B3 3HP

(54) Board game

(57) The game comprises a board 10 and a plurality of playing pieces (14, Figure 3) the board 10 comprising a track (12) along which the playing pieces (14) move during play, the track having a plurality of segments, random number generating means such as dice, to determine the number of segments of the track (11) a playing piece moves in each turn and the segments being arranged in groups 13a-13l, each group representing a sign of the zodiac.

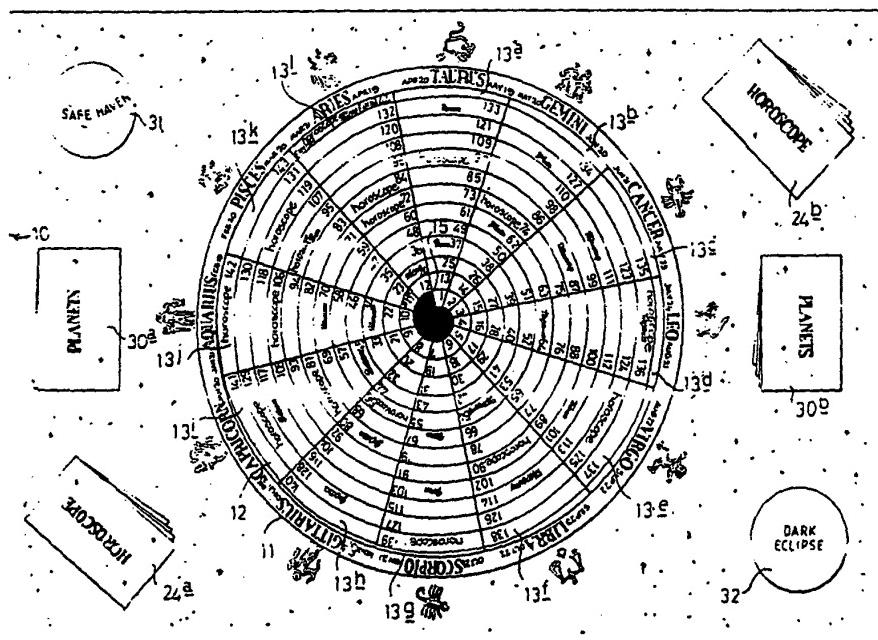
As shown, the track is of spiral configuration but it may comprise plurality of concentric rings.

Playing pieces may move outwardly from central start area 15 or inwardly.

Certain segments, are marked 'Horoscope' name of planet to indicate drawing of a card from packs placed on areas 24a, 24b, 30a, 30b, which cards give instructions.

Board also has area 31 marked 'safe haven' and area 32 marked 'dark eclipse'.

Points are won and lost and winner is player with most points.



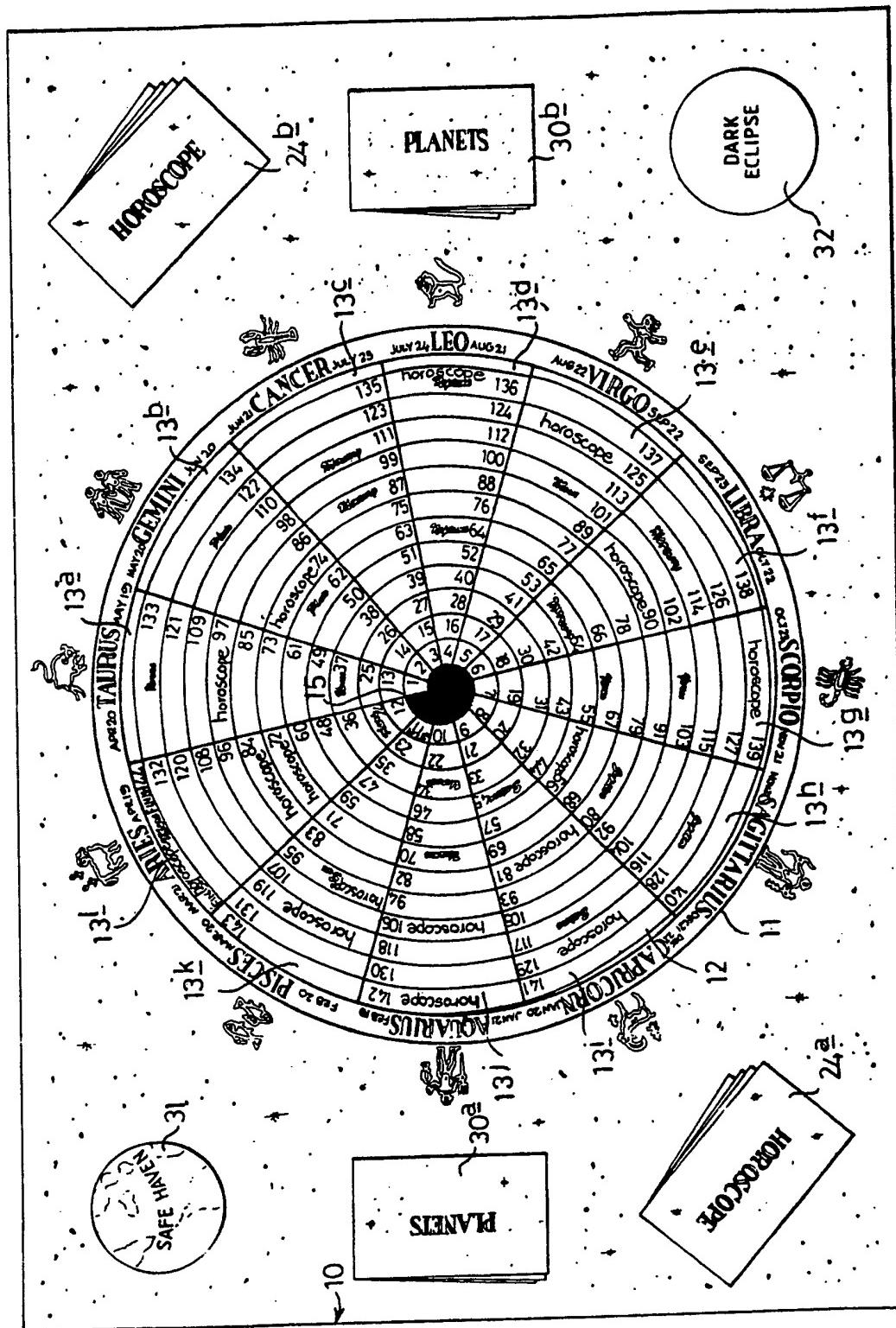


FIG 1

2/3

2206285

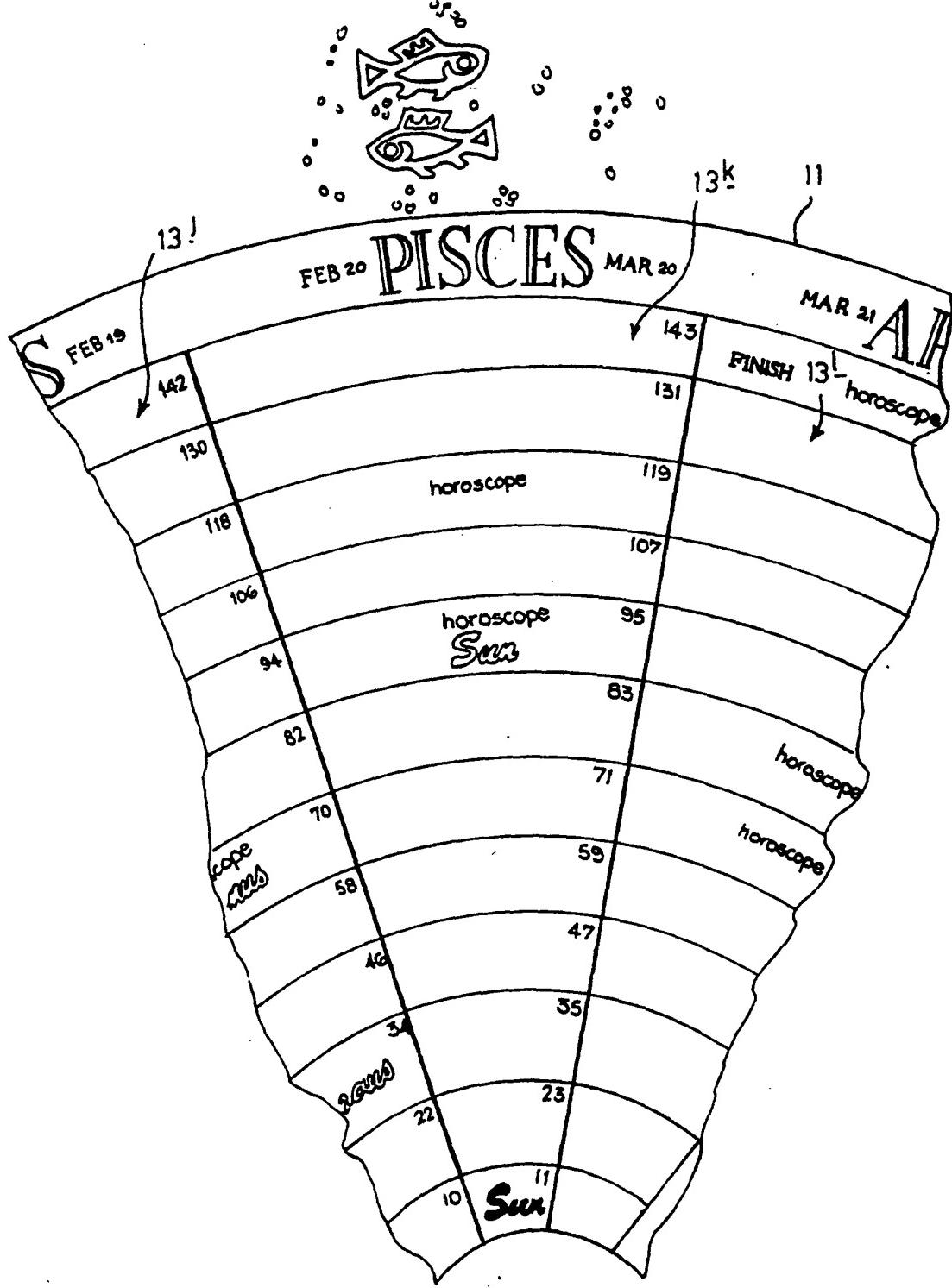


FIG 2

3/3

2206286

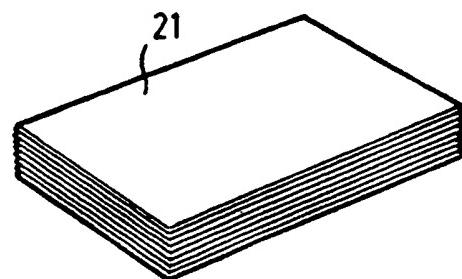
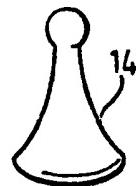
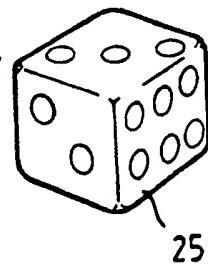
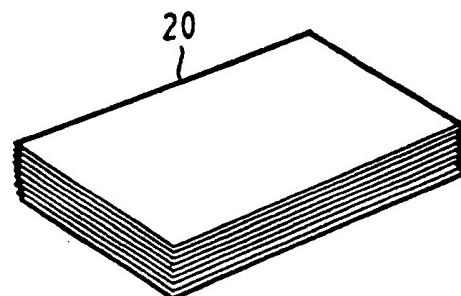


FIG 3

DL/RHS/A5232GB

Title: "Game"

Description of Invention

This invention relates to a board game.

According to the invention I provide a board game comprising a board and a plurality of playing pieces, the board comprising a track along which the playing pieces move during play, the board having a plurality of segments, random number generating means to determine the number of segments of the track a playing piece moves in each turn, the segments being arranged in groups, each group representing a sign of the zodiac.

The random number generating means preferably comprises one or more dice but any other random number generating means may be provided as required to determine the number of segments the playing pieces move along the track.

The track may comprise a plurality of generally concentric loops which preferably comprise rings whereby the track is generally circular but preferably the track is of spiral configuration, the playing pieces progressively moving outwardly or inwardly as they progress along the track.

In each case, the track may be divided into sectors, the segments of the loops or rings or the spiral within a sector comprising a group of segments.

At least some of the segments may be marked with a marking giving an instruction to a player whose playing piece lands on the segment. Preferably at least one pack of cards are provided, each card giving an instruction to a player, one or more of the markings of the segments indicating to a player that he should draw a card of the pack and follow the instructions given.

Two such pack of cards may be provided, some of the markings indicating to a player that he should draw a card from one of the packs and others of the markings indicating to a player that he should draw a card from the other of the packs.

If desired, each of the segments of the track may have a unique marking such as a number so that the relative positions of the playing pieces along the track can easily be determined. For example, the segments may be

consecutively numbered to also indicate to the players the direction along the track the playing pieces must move.

The invention will now be described with the aid of the accompanying drawings in which:

FIGURE 1 illustrates a board for use in a game according to the invention.

FIGURE 2 shows to an enlarged scale, for ease of reading text, one group of segments of the board of Figure 1.

FIGURE 3 illustrates other equipment of the game.

Referring to the drawings, a game comprises a board 10, which in the present example is marked out with a generally circular playing area 11 comprising a track 12 of spiral configuration. In another arrangement, the playing area 11 may be of an alternative shape, and instead of being spiral may comprise a plurality of concentric rings.

The circular playing area 11 is divided into twelve sectors 13_a to 13_l, each of which contains a segment of the track 12 around which a plurality of playing pieces, such as shown at 14, move during play.

The segments of each sector 13_a to 13_l each comprise a group of segments of the track 12 and each sector is marked with a sign of the zodiac. Adjacent sectors 13_a to 13_l may be marked with contrasting colours so that the divisions between sectors 13_a to 13_l can easily be distinguished.

A central area 15 of the board 10 provides a "start" area on which playing pieces 14 may be placed before moving along the track 12.

It can be seen that the segments of the track 12 are marked with a unique marking comprising consecutive numbers from "1" to "144".

In an alternative arrangement, the segments may be otherwise uniquely marked.

Because of the small scale of the markings in figure 1, one sector only, i.e. sector 13_k is shown to an enlarged scale in figure 2 for illustrative purposes.

During play, the playing pieces 14 move generally clockwise and move outwardly of the track 12 from area 15.

In an alternative arrangement, the playing pieces 14 instead of moving outwardly from segment "1" to segment "144", may be arranged to move inwardly towards the central area 15 along the track 12.

Thirty five of the segments i.e. the segments marked "15, 20, 26....139, 142, 144" are also marked with a further marking namely "Horoscope".

This indicates to a player whose playing piece 14 lands on one of these segments that he should draw a card from a pack of "Horoscope" cards illustrated at 20 in figure 3.

Preferably the rules of the game provide that the pack 20 is, at the beginning of the game, divided into two piles placed on areas 24a,24b of the board 10, and a player may at any time his playing piece 14 lands on one of the "Horoscope" segments, draw the top card from either pack as he chooses.

The cards of pack 20 each contain an instruction which may or may not be applicable to a player as will be apparent from the description of the rules hereinafter.

Some of the segments 13 are also marked with the name of a planet or other heavenly body e.g. the segments "37,103" are also marked "Venus" and segment "101" is marked "Moon" and segment 95 is marked "Sun".

At the beginning of a game, each player will choose to be one or more planets or other heavenly bodies, and if, in the course of play, the player's playing piece 14 lands on a segment marked with the name of the, or one of the chosen planets or other heavenly bodies, a card from a second pack 21 of "planet" cards is drawn and the instruction on the card carried out.

Each player at the beginning of play, also chooses a sign of the Zodiac which may simply be a chosen sign of the Zodiac or the natural sign of the Zodiac of the player.

The cards of the pack 21 are also divided into two piles which are placed on areas 30a,30b of the board 10 and a player may select a card from either pile as required.

The board 10 also has an area 31 marked "safe haven" and an area 32 marked "dark eclipse".

To determine the number of segments "1" to "144" moved along the track by a playing piece 14 during play, one or a pair of dice 25 is provided which is shaken in turn, by each player.

A game may be played using the equipment described according to the following rules.

At the beginning, each of the player's playing pieces 14 are placed on central area 15, and the cards of packs 20,21, are dealt with as described. The players also choose their sign of the Zodiac and heavenly bodies.

- I. Play begins when a first player throws six on the dice 25 which permits the first player to move his playing piece 14 along the track 12. The order

other player begins as he throws a six on the dice 25. Each time a six is thrown, a player may throw the dice once more.

2. The game begins at the segment marked number 1 and the playing pieces 14 each move generally clockwise along the track 12. The game ends when one of the player's playing pieces 14 reaches the segment marked "144" with an exact throw of the dice 25. If a player reaches the segment marked "143", he must then throw a six on the dice 25 to end the game, provided that no other player reaches segment marked "144" before that six is thrown. Segment "144" is marked "Horoscope" and "Mars" and so any player landing on this segment must also draw a card from each of the packs 20 and 21.

3. Any player whose playing piece 14 lands on one of the segments marked "Horoscope" must draw the top card from one of the piles of cards 20 on areas 24a, 25b. Should both the piles be used before the game is finished, the cards are mixed again and redivided so that play may continue. A player draws a "Planet" card from one of the piles of the pack 21 if his playing piece 14 lands on a segment marked with the name of their chosen planet or other heavenly body.

4. Each player's playing piece 14 moves along the track 12 a number of segments according to the number shown on the dice when shaken. If a player's playing piece 14 lands on a segment marked "Horoscope" or on a segment marked with the name of their planet or other heavenly body, or both, a card from the appropriate (or both) packs 20 or 21 must be drawn, read aloud, and the instruction on the card carried out.

5. Each player begins the game with 200 points. Scores must be kept on pen and paper and added to or subtracted from the 200 points initially given, according to the instructions given on the cards of the packs 20 or 21.

6. Up to six players may play the game. If only two players play the game, each player must at the beginning of the game, choose six planets or other heavenly bodies in addition to a zodiac sign.

7. If there are three players playing the game, each player must choose four planets or other heavenly bodies plus a zodiac sign.

8. If there are four, five or six players playing the game, each player must choose two planets or other heavenly bodies plus a zodiac sign.

9. The object of the game is to see who ends with the most points.

10. If desired, the winner of a majority of games, such as three games, wins a set.

11. Playing pieces 14 which land on segments marked with the name of a planet or other heavenly body do not actually move the playing piece 14 according to any instruction on a planet card of the pack 21 or otherwise a player does not have to obey any instruction on a planet card 21 unless the sign of the zodiac indicated on the planet card drawn is the chosen sign of the zodiac of that player.

Examples of instructions on cards of the "planet" pack of cards 21 may be as follows:-

Mercury: When Mercury is in conjunction with Gemini you have difficulty in being realistic. You can be too demanding. Give each player 7 points.

Venus: This planet rules Taurus. All Taureans have a very strong desire to survive. Stay as you are.

Jupiter in Sagittarius means a wealth of creative talent. It needs to be so as to be beneficial to yourself and others. If you were born between November 23rd and 20th December, each player should give you 10 points.

Saturn: When Saturn is in Libra it shows that you are concerned for others. Today you need to show that generosity. Give each player 5 points.

Mercury also rules Virgo and when the influence is strongest particularly those who were born at the Midpoint of the date span tend to be very critical. Return to start.

Moon: When the Moon is in Cancer people born under this sign tend to be emotionally sensitive and easily hurt. Claim 10 points from any two players.

PLUTO rules Scorpio. If you were born on November 10th then you are strong under this sign. You have problems however, and are in danger of losing all. Design a strategy for survival.

SUN: The Sun rules all our lives; without it we would perish. Its greatest influence is on Leo. When it is so, one is charming and eager to prove oneself, especially to others. Each player should grant you a privilege.

URANUS influences the sign Aquarius and Aquarians tend to be traditionalists. This often means that they operate their lives using old scripts. This causes problems themselves and others.

Give each player 5 points.

Neptune influences the sign Pisces. Those born after March 1st tend to swim with the tide and are therefore often willing to take chances. Move to the nearest Horoscope.

Mars: is in Aries you are inclined to be impulsive and assertive. Take 12 points from the leading player and give 15 to the least fortunate.

VENUS also rules Libra. When a Libra man and woman are in partnership the relationship is often a very demanding one, but they have a sense of benefit to others. If a Libran travel to Pluto otherwise stay as you are.

Examples of instructions on cards of the Horoscope pack 21 of cards are as follows:-

TAURUS: APRIL 20-MAY 19

Congratulations it's your birthday today.

Add 15 points to your score.

TAURUS: APRIL 20-MAY 19

The oats which you had earlier sown, turned out to be wild ones.
Lose 20 points

TAURUS: APRIL 20-MAY 19

Saturn has cast a shadow over Venus.
It's just not your week.
Lose 7 points.

ARIES: MARCH 21-APRIL 19

You are very good at making sacrifices.
You often think of others.
Give the player on your left 7 points.

ARIES: MARCH 21-APRIL 19

Do someone a good turn today.
Give the player on your right 10 points.

ARIES: MARCH 21-APRIL 19

Trust to luck rather than logic for once.
Have another throw of the dice.

PISCES: FEBRUARY 20-MARCH 20

Mercury and Mars are in conjunction.
The feelings are good.
Add 10 points to your score.

PISCES: FEBRUARY 20-MARCH 20

That "bargain" which you recently bought, is not so good after all.
Lose 15 points.

PISCES: FEBRUARY 20-MARCH 20

The week is not going to start too well. There will be a number of
disappointments.
Lose 12 points.

AQUARIUS: JANUARY 21-FEBRUARY 19

Happy Birthday.
Each player gives you 5 points.

AQUARIUS: JANUARY 21-FEBRUARY 19
Efforts to increase your income are not successful.
Lose 7 points.

AQUARIUS: JANUARY 21-FEBRUARY 19
That quarrel with your boss this morning has left you feeling low.
Have an early night.
Lose 10 points.

VIRGO: AUGUST 22-SEPTEMBER 22
You could insist on taking a short cut, now look where you have brought us.
Lose 10 points.

VIRGO: AUGUST 22-SEPTEMBER 22
Today you will receive a long letter from an old friend. In it will be sad news.
Lose 15 points.

VIRGO: AUGUST 22-SEPTEMBER 22
Next weekend will be an exciting one. Be prepared for it.
Add 7 points to your score.

LEO: JULY 23-AUGUST 21
When the moon is full, you are often not at your best.
Return to start.

LEO: JULY 23-AUGUST 21
Storms could be blowing up. Be on your guard with your colleagues at work.
Miss a turn.

LEO: JULY 23-AUGUST 21
Next year should be a good one for you, but proceed with care.
Add 10 points to your score.

CANCER: JUNE 21-JULY 22

N wonder ther is confusion, for the Sun, Jupiter and Mars are in your Solar Seventh house of this month.

Miss a turn.

CANCER: JUNE 21-JULY 22

That rainy day has arrived but you have not put by enough.

Lose 10 points.

CANCER: JUNE 21-JULY 22

Close relationships bring in happiness, nourish them.

Add 15 points to your score.

GEMINI: MAY 20-JUNE 20

A member of the opposite sex will attempt to involve you in something.

Give it most careful thought. While you're thinking miss a turn.

GEMINI: MAY 20-JUNE 20

Your recent behaviour has been unlike you.

Lose 6 points from your score.

GEMINI: MAY 20-June 20

It's your wedding anniversary.

Each player gives you 5 points.

CAPRICORN: DECEMBER 22-JANUARY 20

Too many friends are seeking your attention. Your time and energy are being diverted from your real work.

Lose 7 points.

CAPRICORN: DECEMBER 22-JANUARY 20

Venus is your ruling planet and is now in the ascendency.

Add 12 points to your score.

CAPRICORN: DECEMBER 22-JANUARY 20

Money will be coming to you from a number of sources, but you will spend it just as fast.

Lose 10 points.

SAGITTARIUS: NOVEMBER 22-DECEMBER 21

You may want to rid yourself of a tiring responsibility, be thoughtful, a solution is near.

While you are thinking miss a turn.

SAGITTARIUS: NOVEMBER 22-DECEMBER 21

Ignore the forecasters of gloom, press ahead.

Take another throw of the dice.

SAGITTARIUS: NOVEMBER 22-DECEMBER 21

Venus and Jupiter are not in conjunction. Bad news for you.

Lose 15 points.

SCORPIO: OCTOBER 23-NOVEMBER 21

Rumour has it that something good is coming your way. What's good is worth waiting for.

While you are waiting miss a turn.

SCORPIO: OCTOBER 23-NOVEMBER 21

Congratulations, it's your wedding anniversary.

Each player must give you 5 points.

SCORPIO: OCTOBER 23-NOVEMBER 21

Go your own way, but accept the consequences of so doing.

Lose 10 points.

LIBRA: SEPTEMBER 23-OCTOBER 22

Remember what that fortune-teller said?

Lose 10 points.

LIBRA: SEPTEMBER 23-OCTOBER 22

Due to bad weather that trip to Mars has had to be postponed.

Lose 7 points.

LIBRA: SEPTEMBER 23-OCTOBER 22

News of a windfall allows you to buy that longed for item.

Add 15 points to your score.

With cards for each pack 20,21, the instruction may be universally applicable to all players although preferably, any card selected is only applicable where the sign of the zodiac indicated on the card is the (or one of the) chosen sign(s) of the zodiac of a player who picks up the card.

One or more of the cards 20,21, may be marked "go to dark eclipse" or "go to safe haven" and these cards may be applicable to one sign of the zodiac, or universally.

Rules provide that any player who has to "go to dark eclipse" moves his playing piece 14 to the area 32 of the board 12 marked "dark eclipse" and the piece 14 must remain there until either the player throws a six (after missing three turns) or forfeits 50 points when the player may replace his playing piece 14 on the segment from which it was removed.

If the game ends when any playing piece 14 is on "dark eclipse" 32, all points of the respective player are forfeit.

Rules may provide that any player who has to "go to safe haven" moves his playing piece 14 to area 31 of the board 10 marked "safe haven". A player may resume normal play when desired (up to a maximum of missing three turns), and a player may gain 50 points from each player on moving to, or from safe haven 31.

If the game ends when any playing piece 14 is on "safe haven" 31 the respective player may count his points.

Rules may also provide that if at any time a player's score goes negative, the player must move his piece 14 to dark eclipse 32 and then recommence playing at segment "1".

The rules may of course be varied to allow different games to be played using the equipment described.

The features disclosed in the foregoing description, or the accompanying drawings, expressed in their specific forms or in terms of a means for performing the disclosed function, or a method of process for attaining the disclosed result, or a class or group of substances or compositions, as appropriate, may, separately or in any combination of such features, be utilised for realising the invention in diverse forms thereof.

CLAIMS

1. A board game comprising a board and a plurality of playing pieces, the board comprising a track along which the playing pieces move during play, the board having a plurality of segments, random number generating means to determine the number of segments of the track a playing piece moves in each turn, the segments being arranged in groups, each group representing a sign of the zodiac.
2. A game according to claim 1 wherein the random number generating means comprises one or more dice.
3. A game according to claim 1 or claim 2 wherein the track is of spiral configuration, the playing pieces progressively moving outwardly or inwardly as they move along the track.
4. A game according to any one of claims 1 to 3 wherein at least some of the segments are marked with a marking giving an instruction to a player whose playing piece lands on the segment.
5. A game according to any one of the preceding claims wherein at least some of the segments are marked with a marking giving an instruction to a player whose playing piece lands on the segment.
6. A game according to claim 5 wherein at least one pack of cards is provided, each card giving an instruction to a player, one or more of the markings of the segments indicating to a player that he should draw a card of the pack and following the instruction given.
7. A game according to claim 6 wherein two packs of instruction cards are provided, some of the markings indicating to a player that he should draw a card from one of the packs, and others of the markings indicating to a player that he should draw a card from the other of the packs.
8. A game according to any one of the preceding claims wherein each of the segments of the track has a unique marking so that the relative positions of the playing pieces along the track can easily be determined.

9. A game according to claim 8 wherein the segments are consecutively numbered.
10. A board game substantially as hereinbefore described with reference to and as shown in the accompanying drawings.
11. Any novel feature or novel combination of features disclosed herein and/or shown in the accompanying drawings.